

# FaustLive

Just-In-Time Faust Compiler... and much more

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LAC  
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# Faust Language

Faust is a *Domain-Specific Language* for real-time signal processing and synthesis. A Faust program denotes a *signal processor* :

- ▶ A *signal processor* is a mathematical function that maps a group of  $n$  input *signals* to a group of  $m$  output *signals*.
- ▶ Everything in FAUST is a *signal processor* :
  - ▶ '+'
  - ▶ '3.14'
- ▶ Programming in FAUST is essentially combining signal processors.

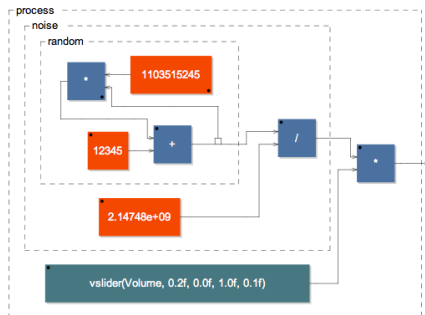


# Faust - Example

```

random = +(12345) *(1103515245);
noise = random/2147483647.0;
process = noise * vslider("Volume[style:knob]", 0, 0, 1, 0.1);

```

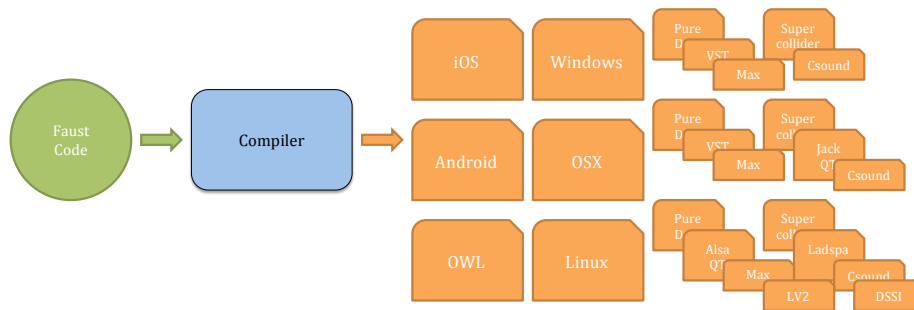


Learn more about faust programming : <http://faust.grame.fr>

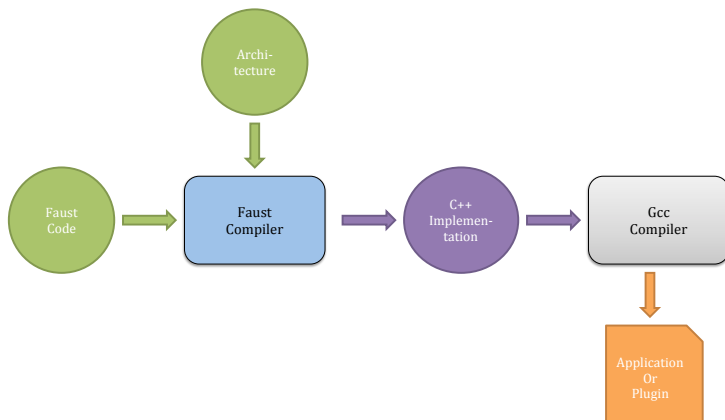




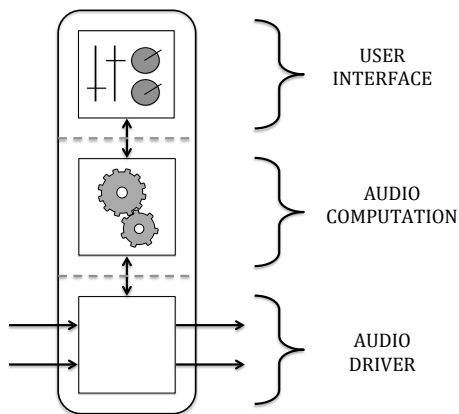
# Faust Compiler - Role



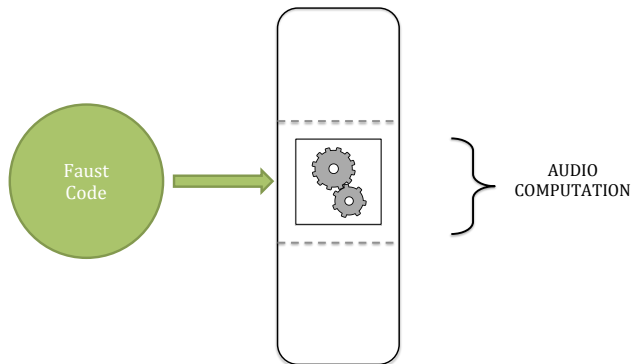
# Faust Compiler - Structure



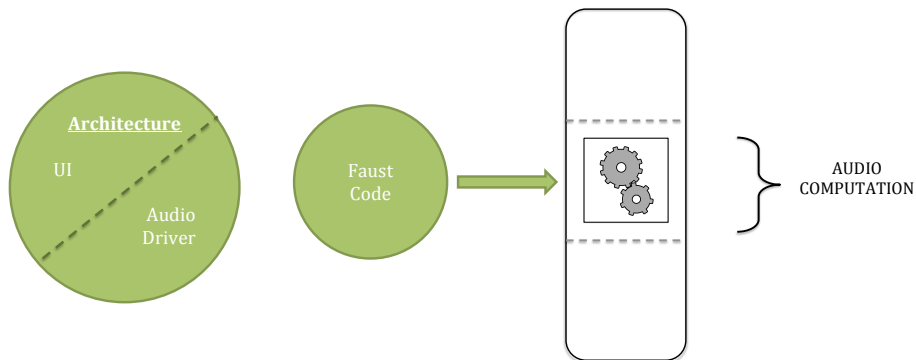
# Faust Application Structure



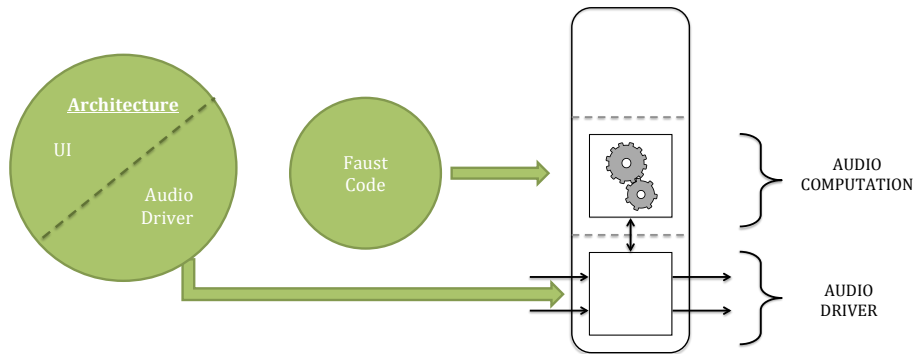
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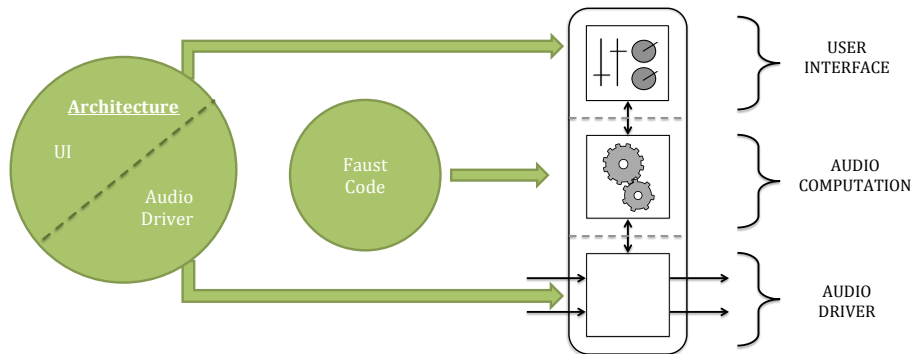
# Faust Application Structure



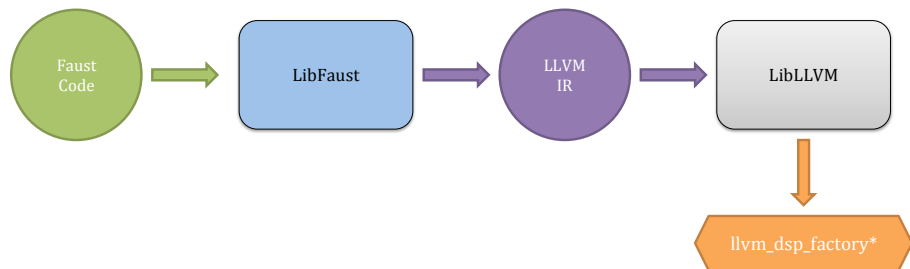
# Faust Application Structure



# Faust Application Structure



# Embeddable Compilation Chain





# Faust Compiler's API

- ▶ *createDSPFactory*(const std::string& filename,  
int argc, const char\* argv[],  
const std::string& target,  
std::string& error\_msg,  
int opt\_level)

Builds the prototype of the class

- ▶ *createDSPInstance*(llvm\_dsp\_factory\* factory)

Creates an instance of this class



# Existing Embedded Faust Compilers

- ▶ Max/MSP (faustgen)
- ▶ CSound (faustcsound)
- ▶ Antescofo
- ▶ Open Music (through LibAudioStream)
- ▶ iScore
- ▶ **Your** Developement Is Coming Soon ...



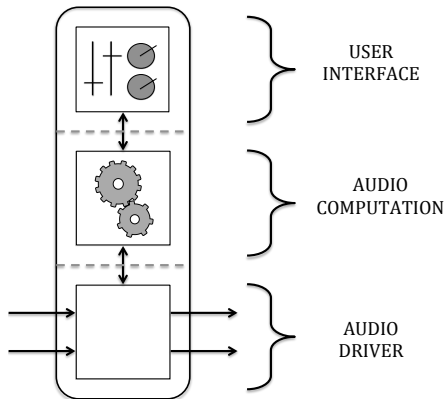
# What is FaustLive ?

FaustLive is a QT-based software.

It aims to create a dynamic environment for Faust prototyping.

It includes more advanced features.

It is self-contained.



# Basic Features

2 basic features ...

- ▶ Drag and Drop Compilation
- ▶ Source Edition



# Basic Features

2 basic features ...

- ▶ Drag and Drop Compilation
- ▶ Source Edition

...customized with

- ▶ Crossfade
- ▶ Maintained Jack Connections



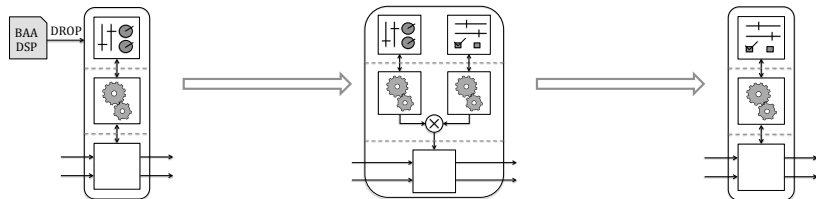
# Basic Features

2 basic features ...

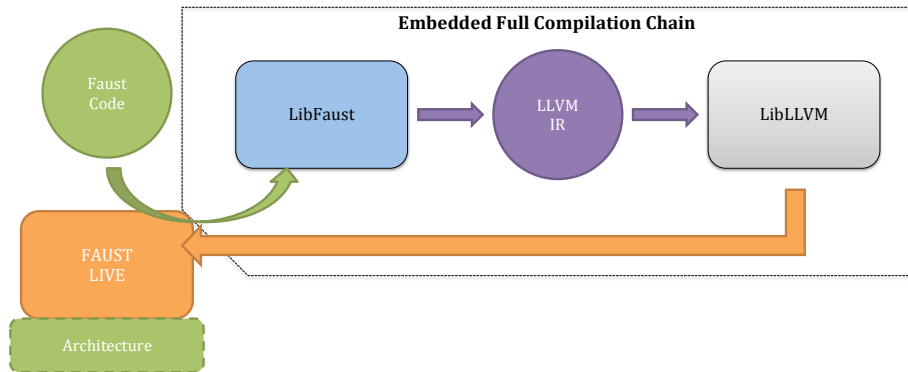
- ▶ Drag and Drop Compilation
- ▶ Source Edition

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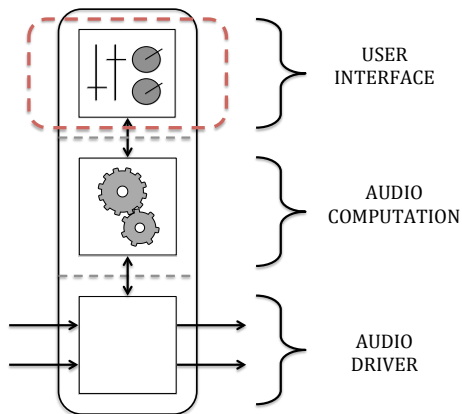
- ▶ Crossfade
- ▶ Maintained Jack Connections



# Embedded Full Compilation Chain in FaustLive



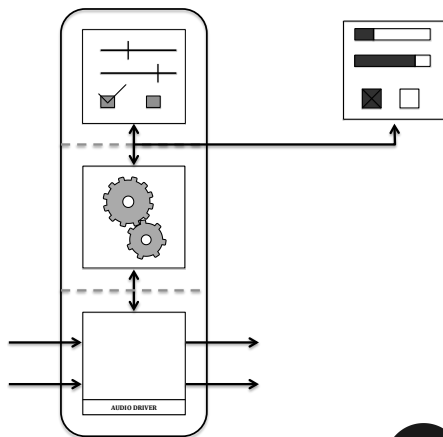
# Interfaces Diversity



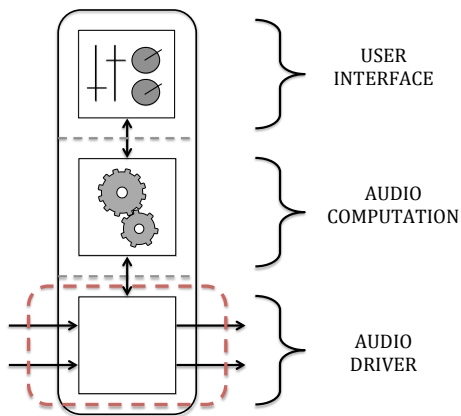


# Interfacing systems

- ▶ **OSC Control**  
*Open Sound Control* protocol is enabled on an UDP port.
- ▶ **HTTP Control**  
 A HTTP server is started to deliver a HTML interface. The interface is available on any browser.



# Audio Drivers Diversity



# Audio Drivers Diversity

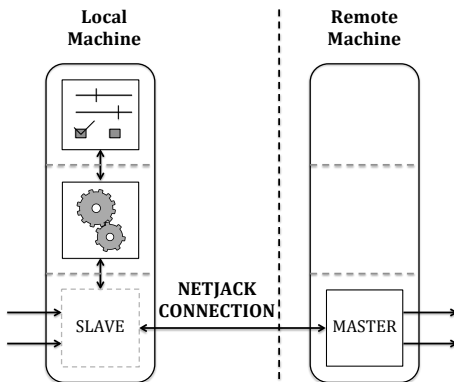
Available drivers :

- ▶ On Linux : Jack and NetJack
- ▶ On OSX : CoreAudio, Jack and NetJack
- ▶ On Windows : PortAudio, Jack and NetJack

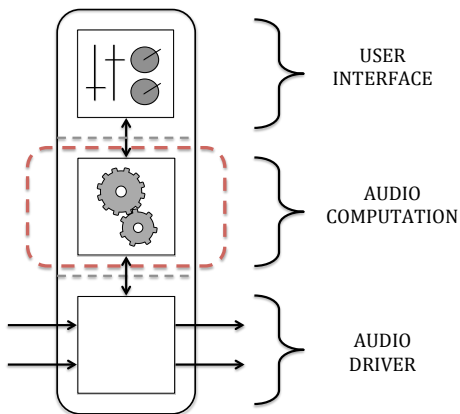


# Remote Audio Rendering with NetJack

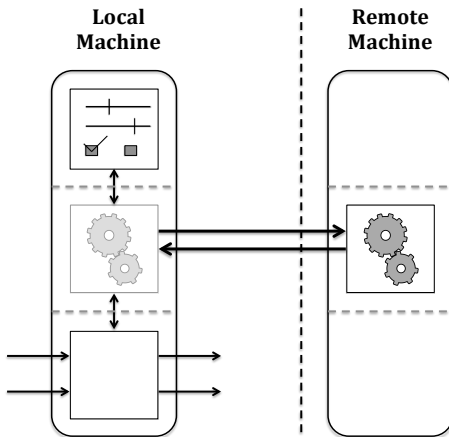
NetJack is used in a light mode, through libjacknet, instead of using Jack server. This library contains the slave/master NetJack protocol.



# Remote Processing



# Remote Processing



# Tools for remote Processing

- ▶ Remote Server, a command line application that starts a server waiting for:
  - ▶ Compilation requests
  - ▶ Processing requests



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- ▶ Remote Client API, a "proxy" API to make transparent the creation of remote dsp.



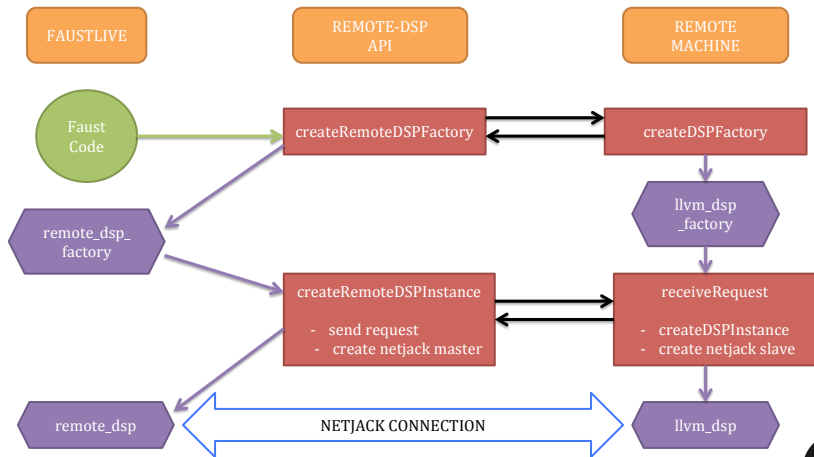


# Tools for remote Processing

- ▶ Remote Server, a command line application that starts a server waiting for:
  - ▶ Compilation requests
  - ▶ Processing requests
- ▶ Remote Client API, a "proxy" API to make transparent the creation of remote dsp.
- ▶ FaustLive, using the API for remote processing.



# Remote Processing - Flows

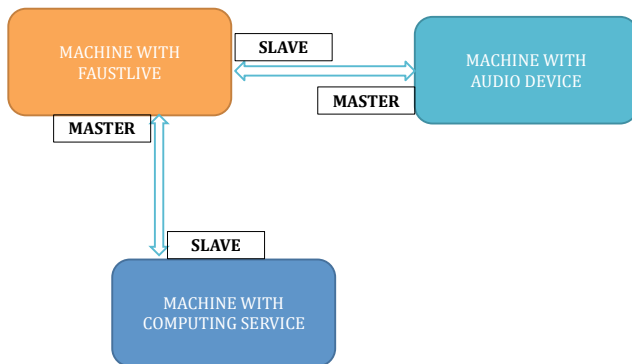


# Faust Remote API

- ▶ *getRemoteMachinesAvailable*(map<string,pair<string,int>\* machine\_list)
- ▶ *createRemoteDSPFactory*(const string& filename, int argc, const char\* argv[], const string& ip\_server, int port\_server, string& error\_msg, int opt\_level)
- ▶ *createRemoteDSPInstance*(remote\_dsp\_factory\* factory, int argc, const char\* argv[], int sampling\_rate, int buffer\_size, RemoteDSPErrorCallback error\_callback, void\* error\_callback\_arg, int& error)
- ▶ *getRemoteFactoriesAvailable*(const string& ip, int port, vector<pair<string, string> >\* factories\_list)



# Remote Processing - Configuration

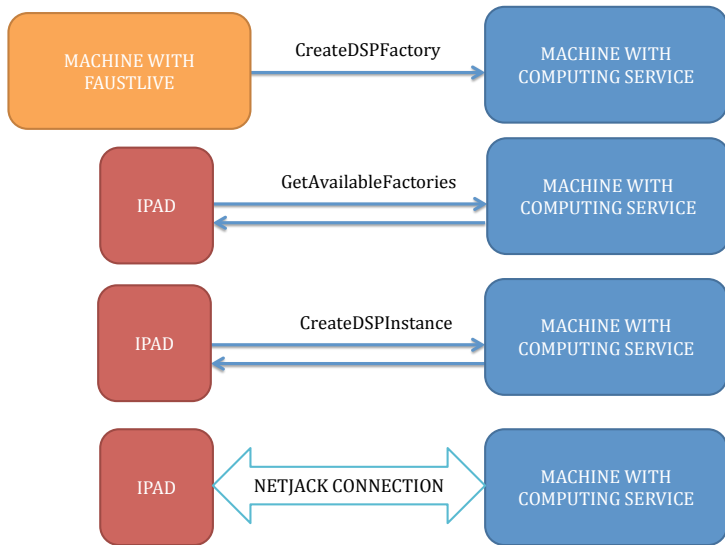


# Remote Processing - iPad Use Case

- ▶ A motivation :  
Experiment quickly the faust applications that use accelerometers.
- ▶ A technical obstacle :  
The interdiction to embed compilers in iOS application.
- ▶ A solution:  
Use the remote processing service.

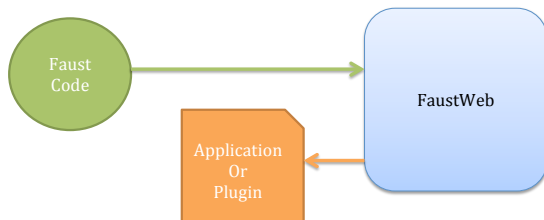


# Remote Processing - iPad Configuration



# Export with FaustWeb

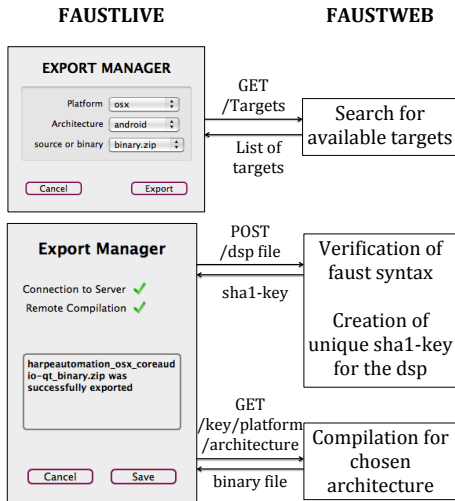
FaustWeb is a web service for remote compilation :  
<http://faustservice.grame.fr>.



FaustWeb can be used through a browser or programmatically



# Export with FaustWeb





# Conclusion

- ▶ FaustLive has some perspectives  
For example : embed the remote server into FaustLive
- ▶ Binaries will be soon available on : <http://faust.gramme.fr/>  
for OSX, Windows
- ▶ The sources are already available on :  
<http://sourceforge.net/p/faudiostream/faustlive/ci/master/tree>
- ▶ This research was granted by the ANR (Agence Nationale de la Recherche) [INEDIT]



Thank you for your attention

